

AAR CHECKLIST

PERSONNEL

☐ UNIT

☐ FACILITATOR

☐ RECORDER

☐ OFFICER ONLY

☐ NCO ONLY

SITE SELECTION

☐ TOC/BTRY FDC

☐ BTRY PAs

☐ FORWARD

TRAINING AIDS

☐ VIDEO

☐ DRY ERASE BOARD

☐ MAP OVERLAY

☐ TERRAIN MODEL

PRESENTATION

☐ ISSUE FOCUSED

☐ EVENT FOCUSED

☐ 3 UP/ 3 DOWN

☐ WHO/WHAT/WHEN

☐ LDR CHALLENGES

☐ PLAN/PREP/EXECUTION

☐ ISSUE/FIX/RESPONSIBILITY

☐ IDENTIFY KEY EVENTS

AAR CRITERIA

PERSONNEL

CONSIDERATIONS

AAR FOCUS (LDR vs UNIT)

UNIT BATTLE RHYTHM

TRAVEL TIME

SITE SELECTION

PROs

CONs

TOC/BTRY FDC

CENTRAL LOCATION

CAN'T SEE TERRAIN

AAR PRODUCT AVAILABILITY

DISTRACTORS

PARTICIPENT COMFORT

BTRY Pas

TERRAIN UNIT FOUGHT ON

TRAVEL TIME

REDUCED NUMBER OF DISTRACTORS

PRODUCT AVAILABILITY

FORWARD

VIEW BATTLEFIELD EFFECTS

TRAVEL TIME

SEEING THE ENEMY (ROUTES/BPs)

BATTLE RHYTHM

TRAINING AIDS

ALLOW THE UNIT TO CAPTURE AND MAINTAIN AN HISTORICAL REFERENCE OF THE AAR.
TO SELECT THE RIGHT TRAINING AIDS, TRAINERS SHOULD ASK-

WHAT POINTS DO I WANT TO MAKE AND WHICH AIDS SUPPORT/ILLUSTRATE THE POINT?

CAN I USE THE ACTUAL TERRAIN OR EQUIPMENT?

WILL THE PARTICPANTS BE ABLE TO SEE AND HEAR IT?

PRESENTATION

MAINTAIN FOCUS

FIND 2-3 FIXES FOR NEXT FIGHT

ASK LEADING QUESTIONS

MAINTAIN PROFESSIONALISM

FOCUS ON ISSUE NOT INDIVIDUAL